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A SHORT
T R E A T I S E
On the GAME of
W H I S T.

CONTAINING
The LAWS of the GAME:

AND ALSO

Some RULES, whereby a Beginner may, with due Attention to them, attain to the Playing it well.

CALCULATIONS for those who will bet the Odds on any Points of the Score of the Game then playing and depending.

CASES stated, to shew what may be effected by a very good Player in critical Parts of the Game.

REFERENCES to CASES, viz. at the End of the Rule you are directed how to find them.

CALCULATIONS, directing with moral Certainty, how to play well any Hand or Game, by shewing the Chances of your Partner's having 1, 2, or 3 certain Cards.

With Variety of CASES added in the Appendix.

By EDMOND HOYLE, *Gent.*

THE SIXTH EDITION.

With great Additions to the Laws of the Game, and an Explanation of the Calculations which are necessary to be understood by those who would play it well.

And also, never before published,

A DICTIONARY for WHIST, *which resolves almost all the critical Cases that may happen at the Game.*

To which is added,

An ARTIFICIAL MEMORY:

Or, an easy Method of assisting the Memory of those that play at the GAME of WHIST.

And several CASES, not hitherto published.

L O N D O N:

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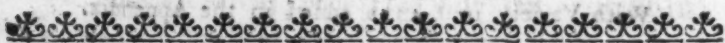
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Samuel Hoyle.





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A SHORT
TREATISE
On the GAME of
WHIST.



THE Author of this Treatise did promise, if it met with Approbation, to make an Addition to it by way of APPENDIX, which he has done accordingly.

He has also framed an *Artificial Memory*, which does not take off your Attention from your Game ; and, if required, he is ready to communicate it, upon Payment of one Guinea. And also, he will explain any Cases in the Book, upon Payment of one Guinea more.

It is necessary to premise, that those, who intend to read this Treatise, are desired to peruse the following Calculations ; and they need only charge their Memories with those that are marked with a *N. B.* upon which the whole Reasoning of this Treatise depends.

CALCULATIONS, directing with moral Certainty, how to play well any Hand or Game, by shewing the Chances of your Partners having 1, 2, or 3 certain Cards.

For EXAMPLE.

I. **I** WOU'D know what is the Chance of his having one certain Card ?

Answer.

against him for him

That he has it not is *N. B.* 2 to 1

II. I would know what is the Chance of his having two certain Cards ?

Answer.

against him for him

That he has 1 of them only, is 31 to 26

That he has not both of them, 17 to 2

But that he has 1 or both is about } 25 to 32
5 to 4, or *N. B.*

III. I would also know, what are the Chances of his having 3 certain Cards?

Answer.

for him against him

That he holds one of them only, is 325 for him, to 378 against him, or about } 6 to 7

That he has not 2 of them only, is 156 for him, to 547 against him, or about } 2 to 7

That he has not all 3 of them, is 22 for him, to 681 against him, or about } 1 to 31

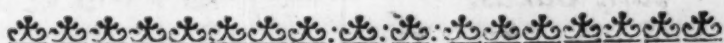
But

the GAME at WHIST.

3

But that he has 1 or 2 of them ^{for} ^{against}
 is 481 for him to 222 against him } 13 6
 him, or about

And that he has 1, 2, or all 3 } 5 2
 of them is about N. B. }



*An Explanation and Application of the
 Calculations, necessary to be understood
 by those who are to read this Treatise.*

First CALCULATION.

IT is 2 to 1 that my Partner has not one
 certain Card.

To apply this Calculation, let us suppose
 the right-hand Adversary leads a Suit, of
 which you have the King, and one small
 Card only, you may observe that it is 2 to
 1 by putting on your King, that the left-
 hand Adversary cannot win it.

Again, let us suppose, that you have the
 King, and three small Cards of any Suit,
 likewise the Queen, and three small Cards
 of any Suit, I would know which is the
 best Suit to lead from ; *Answer*, from the
 King, because it is 2 to 1 that the Ace does
 not lye behind you ; but it is 5 to 4 that
 the Ace or King of any Suit, lies behind
 you, and consequently, by leading from
 your Queen-suit, you play to a Disadvan-
 tage.

B 2

2d. CAL-

2d. CALCULATION. It is 5 to 4 at least that your Partner has 1 Card out of any 2 certain Cards ; the like Odds is in favour of your right-hand and left-hand Adversaries ; therefore, suppose you have 2 Honours in any Suit, and knowing it is 5 to 4 that your Partner holds one of the other 2 Honours, you do by this Knowledge, play your Game to a greater Degree of Certainty.

Again, let us suppose that you have the Queen and 1 small Card in any Suit only, and that your right-hand Adversary leads that Suit, if you put on your Queen, it is 5 to 4 that your left-hand Adversary can win it, and therefore you play 5 to 4 to your Disadvantage.

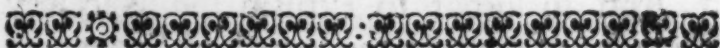
3d. CALCULATION. It is 5 to 2 that your Partner has 1 Card out of any 3 certain Cards.

Therefore, suppose you have the Knave and 1 small Card dealt you, and that your right-hand Adversary leads from that Suit, if you put on the Knave, it is 5 to 2 that your left-hand Adversary has either Ace, King, or Queen of the Suit led, and therefore you play 5 to 2 against yourself ; besides, there is a further Consideration, by making a Discovery to your right-hand Adversary, he finesse upon your Partner throughout that whole Suit.

And

And in order to explain the Necessity there is, of putting the lowest of Sequences in all the Suits led, let us suppose that your Adversary led a Suit, of which you have King, Queen, and Knave, or Queen, Knave, and Ten; by putting on your Knave of the Suit of which you have King, Queen, and Knave, it gives your Partner an Opportunity of calculating the Odds for and against him in that Suit, and also in all inferior Suits of which you have Sequences.

A farther Use to be made of the foregoing Calculation, let us suppose, that you have the Ace, King, and 2 small Trumps, with a Quint-major or 5 other winning Cards in your Hand in any Suit, and that you have played Trumps two Rounds, and that each Person followed Trumps; in this Case, there are 8 Trumps out, and 2 Trumps remaining in your Hand, which make 10, and 3 Trumps which are divided between the remaining 3 Players, of which 3 Trumps the Odds is 5 to 2 in your Favour that your Partner has 1; and therefore out of 7 Cards in your Hand you are intitled to win 5 Tricks.



*Some COMPUTATIONS for laying of
your Money at the Game of WHIST.
With the Deal.*

The Deal	-	-	-	is 21 to 20
1 Love	-	-	-	11 10
2	-	-	-	5 4
3	-	-	-	3 2
4	-	-	-	7 4
5 is 2 to 1 of the Game, and 1 of the Lurch				} 2 1
6	-	-	-	5 2
7	-	-	-	7 2
8	-	-	-	5 1
9 is about	-	-	-	9 2

With the Deal.

2 to 1	-	-	-	is 9 to 8
3 1	-	-	-	9 7
4 1	-	-	-	9 6
5 1	-	-	-	9 5
6 1	-	-	-	9 4
7 1	-	-	-	3 1
8 1	-	-	-	9 2
9 1 is about	-	-	-	4 1

With the Deal.

3 to 2	-	-	-	is 8 to 7
4 2	-	-	-	4 3
				5

the GAME of WHIST.

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5	2	-	-	8	5
6	2	-	-	2	1
7	2	-	-	8	3
8	2	-	-	4	1
9	2 is about	-	-	7	2

With the Deal.

4	to	3	-	is	7	to	6
5		3	-		7		5
6		3	-		7		4
7		3	-		7		3
8		3	-		7		2
9		3	is about	-	3		1

With the Deal.

5	to	4	-	is	6	to	5
6		4	-	-	6		4
7		4	-		2		1
8		4	-	-	3		1
9		4	is about		5		2

With the Deal.

6	to	5	-	is	5	to	4
7		5	-		5		3
8		5	-		5		2
9		5	is about	-	2		1

With the Deal.

7 to 6	-	is 4 to 3
8 6	-	2 1
9 6 is about	-	7 4

8

8 *A short TREATISE on*
 With the Deal.

8 to 7 is above	-	3 to 2
9 to 7 is about	-	12 to 8

8 to 9, upon the best Computation made at present, is about 3 and a half in the Hundred, in Favour of 8 with the Deal; against the Deal, the Odds is still, tho' small, in Favour of 8.



The Laws of the Game at WHIST.

I. IF any Person plays out of his Turn, it is in the Option of either of his adversaries to call the Card so play'd, at any time in that Deal, provided it does not make him revoke; or if either of the adverse Party is to lead, he may desire his Partner to name the Suit he chuses to have him lead, and when a Suit is then named, the Partner must play it if he has it.

2. No Revoke to be claimed till the Trick is turn'd and quitted, or the Party who revoked, or his Partner, have played again.

3. If a Revoke happens to be made the adverse Party may add 3 to his Score, and the revoking Party, provided they are up, notwithstanding the Penalty, must remain at 9: The Revoke takes place of any other Score of the Game.

the GAME of WHIST.

9

4. If any Person calls at any Point of the Game, except 8, either of the adverse Parties may call a new Deal; and they are at liberty to consult each other whether they will have a new Deal.

5. After the Trump-Card is seen, no Body ought to remind his Partner to call.

6. If the Trump-Card is seen, no Honours in the preceding Deal can be set up, unless they were before claimed.

7. If any Person separates a Card from the rest, either of the adverse Parties may call it, provided he names it, and proves the Separation; but in case he calls a wrong Card, either of the adverse Parties may once call the highest or lowest Card in any Suit led during that Deal.

8. Each Person ought to lay his Card before him; after he has done so, if either of the adverse Parties mix their Card with his, his Partner is intitled to demand each Person to lay his Card before him; but not to enquire who played any particular Card.

9. If any Person revokes, and before the Cards are turned, discovers it, the adverse Party may call either the highest or the lowest Card of the Suit led, or have their Option, to call the Card then played at any other time, when it does not cause a Revoke.

10.

10. If a Card in dealing is turn'd up, it is in the Option of the adverse Party to call a new Deal, unless they, or either of them, have been the Cause of turning up such Card, in which case the Dealer has the Option.

11. If the Ace, or any other Card of any Suit is led, and it should so happen that the last Player plays out of his Turn, whether his Partner has any of the Suit led or not (provided you do not make him revoke) he is neither intitled to trump it, nor to win that Trick.

12. If a Card is faced in the Pack, they must deal again, except it is the last Card.

13. None of the Players are to take up, or look at their Cards, while any Person is dealing, and if the Dealer should happen to miss Deal, in that case he shall deal again, and if a Card is turned up in dealing, no new Deal is to be call'd.

14. When a Card is led, if one of the Adversaries plays out of his Turn, his Partner is not to win the Trick, if he can avoid it without revoking.

15. Every Person ought to see that he has 13 Cards dealt him; therefore, if any one should happen to have only 12 Cards, and does not find it out till several Tricks are played, and that the rest of the Players have their right Numbers, the Deal stands good;

good ; and also the Person who plays with 12 Cards, is to be punish'd for each Revoke in case he has made any, but if any of the rest of the Players should happen to have 14 Cards, in that Case the Deal is void.

16. If any Person throws his Cards upon the Table, with their Faces upwards, upon Supposition that he has lost the Game, if his Partner does not give up the Game, the Adversaries have it in their Power to call any of those Cards, when they think proper, provided they do not make the Party revoke.

17. *A* and *B* are Partners against *C* and *D*. *A* leads a Club, his Partner *B* plays before the Adversary *C* ; in this Case *D* has a right to play before his Partner *C*, because *B* played out of his Turn.

18. If any Person is sure of winning every Trick in his Hand, he may shew his Cards upon the Table, but should it so happen that he has any losing Card in his Hand, he is then liable to have all his Cards called.

19. No Person ought to ask his Partner whether he had played an Honour, while the Cards are playing.

20. *A* and *B* are Partners against *C* and *D*. *A* leads a Club, *C* plays a Spade, *B* plays the King of Clubs, and *D* plays a Club, *C* discovers he has revoked before the Trick is turn'd.

Query,

Query, What is the Penalty?

B may take up his Card again, and so may *D*, and either *A* or *B* have it in their Option to oblige *C* to play the highest or lowest Card of the Suit led.

21. If any Person calls at the Point of 8, and his Partner answers, and both the opposite Parties have thrown up their Cards, and it appears that the other Side had not 2 by Honours, in this Case, they may consult with one another about it, and are at liberty to stand the Deal or not.

22. And if any body answers, when he has not an Honour, the adverse Party may consult with one another about it, and are at liberty to stand the Deal or not.

23. No Person may take new Cards in the middle of a Game, without the Consent of all Parties.

24. The Dealer ought to leave to view upon the Table his trump Card, till it is his Turn to play, and after he has mix'd it with his other Cards, no body is entitled to demand what Card is turn'd up, but may ask what is Trumps; this Consequence attends such a Law, that the Dealer cannot name a wrong Card, which otherwise he might have done.



C H A P. I.

*Some GENERAL RULES to be observed
by BEGINNERS.*

I.

WHEN you lead, begin with the best Suit in your Hand ; if you have a Sequence of King, Queen, and Knave, or Queen, Knave and Ten, they are sure Leads, and never fail gaining the Tenace to yourself or Partner in other Suits ; and begin with the highest of the Sequence, unless you have 5 in Number : In that Case play the lowest (except in Trumps, when you must always play the highest) in order to get the Ace or King out of your Partner's or Adversary's Hands, by which means you make room for your Suit.

II.

If you have 5 of the smallest Trumps, and not one good Card in the other Suits, trump out, which will have this good Consequence at least, to make your Partner the last Player, and by that Means gives him the Tenace.

III.

If you have 2 small Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many

C

Tricks

Tricks as you can immediately; and if your Partner refuses either of your Suits, do not force him, because that may weaken his Game too much.

IV.

You need seldom return your Partner's Lead, if you have good Suits of your own to play, unless it be to endeavour to save or win a Game: What is meant by good Suits, is in case you should have Sequences of King, Queen, and Knave, or Queen, Knave, and Ten.

V.

If you have each 5 Tricks, and you are assured of getting 2 Tricks, in your own Hand, do not fail winning them, in Expectation of scoring 2 that Deal; because, if you lose the odd Trick, it makes 2 difference, and you play 2 to 1 against yourself.

An Exception to the foregoing Rule is, when you see a Probability either of saving your Lurch or winning the Game, in either of which Cases you are to risk the odd Trick.

VI.

When you have a Probability of winning the Game, always risk a Trick or two, because the Share of the Stake, which your Adversary has by a new Deal, will amount to more than the Point or two which you risk by that Deal.

The foregoing Case refers to Chap. VI.
Case 1, 2, 3, 4, 5, 6. If

VII.

If your Adversary is 6 or 7 Love, and you are to lead, your Business in that Case is to risk a Trick or two, in hopes of putting your Game upon an Equality ; therefore, admitting you have the Queen or Knave, and 1 other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps, by which Means you will strengthen your Partner's Game, if he is strong in Trumps ; if he is weak, you do him no Injury.

VIII.

If you are 4 of the Game you must play for an odd Trick, because it saves one half of the Stake which you play for ; and, in order to win the odd Trick, tho' you are pretty strong in Trumps, be cautious how you trump out. What is meant by Strength in Trumps, is, in case you should have 1 Honour and 3 Trumps.

IX.

If you are 9 of the Game, and tho' very strong in Trumps, if you observe your Partner to have a Chance of trumping any of your Adversary's Suits ; in that Case do not trump out, but give him an Opportunity of trumping those Suits. If your Game is scored 1, 2, or 3, you must play the Reverse ; and also at 5, 6, or 7 ; because in these two last recited Cases you play for more than 1 Point.

X.

If you are last Player, and find that the third Hand cannot put up a good Card to his Partner's Lead, admitting you have no good Game of your own to play, return the Lead upon the Adversary, which gives your Partner the Tenace in that Suit, and often obliges the Adversary to change Suits, and consequently gains the Tenace in that new Suit also.

XI.

If you have Ace, King, and four small Trumps, begin with a small one ; because it is an equal Wager that your Partner has a better Trump than the last Player ; if so, you have three Rounds of Trumps ; if not, you cannot fetch out all the Trumps.

XII.

If you have Ace, King, Knave, and three small Trumps, begin with the King, and then play the Ace, (except one of the Adversaries refuses Trumps) because the Odds is in your favour, that the Queen falls.

XIII.

If you have King, Queen, and four small Trumps, begin with a small one, because the Odds is on your Side that your Partner has an Honour.

XIV.

If you have King, Queen, Ten, and three small Trumps, begin with the King, because

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cause you have a fair Chance that the Knave falls in the second Round, or you may wait to finesse your Ten upon the Return of Trumps from your Partner.

Refers to Chap. VII. Case 1, 2, 3.

XV.

If you have Queen, Knave, and four small Trumps, begin with a small one, because the Odds is in your favour that your Partner has an Honour.

XVI.

If you have Queen, Knave, Nine, and three small Trumps, begin with the Queen, because you have a fair Chance that the Ten falls in the second Round; or you may wait to finesse the Nine.

Refers to Chap. VII. Case 1, 2, 3.

XVII.

If you have Knave, Ten, and four small Trumps, begin with a small one, for the Reasons assigned in N^o. 5.

XVIII.

If you have Knave, Ten, Eight, and three small Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds is in your favour that the three Honours fall in two Rounds.

XIX.

If you have six Trumps of a lower Denomination, you are to begin with the lowest, unless you should have Ten, Nine, and

C 3

Eight,

Eight, and an Honour turns up against you ; in that Case, if you are to play through the Honour, begin with the Ten, which obliges the Adversary to play his Honour to his Disadvantage, or leaves it in your Partner's Option whether he will pass it or not.

XX.

If you have Ace, King, and three small Trumps, begin with a small one, for the Reasons assigned in N^o. 15.

XXI.

If you have Ace, King, and Knave, and two small Trumps, begin with the King, which, next to a moral Certainty, shews to your Partner that you have Ace and Knave remaining ; and, by putting the Lead into your Partner's Hand, he plays you a Trump, upon which you are to finesse the Knave, and no ill Consequence can attend such Play, except the Queen lies behind you single.

Refers to Chap. VII. Case 1, 2, 3.

XXVII.

If you have King, Queen, and three small Trumps, begin with a small one, for the assigned Reasons in N^o. 15.

XXIII.

If you have King, Queen, Ten, and two small Trumps, begin with the King, for the Reasons assigned in N^o. 21.

XXIV.

XXIV.

If you have Queen, Knave, and three small Trumps, begin with a small one, for the Reasons assigned in N^o. 15.

XXV.

If you have Queen, Knave, Nine, and two small Trumps, begin with the Queen, for the Reasons assigned in N^o. 16.

XXVI.

If you have Knave, Ten, and three small Trumps, begin with a small one, for the Reasons assigned in N^o. 15.

XXVII.

If you have Knave, Ten, Eight, and two small Trumps, begin with the Knave, because in two Rounds of Trumps it is Odds but that the Nine falls; or, upon the Return of Trumps from your Partner, you may finesse the Eight.

XXVIII.

If you have five Trumps of a lower Denomination, it is the best Play to begin with the lowest, unless you have a Sequence of Ten, Nine, and Eight; in that Case, begin with the highest of the Sequence.

XXIX.

If you have Ace, King, and two small Trumps, begin with a small one, for the Reasons assigned in N^o. 15.

XXX.

If you have Ace, King, Knave, and one small Trump, begin with the King, for the Reasons assigned in N^o. 21.

XXXI.

If you have King, Queen, and two small Trumps, begin with a small one, for the Reasons assigned in N^o. 15.

XXXII.

If you have King, Queen, Ten, and one small Trump, begin with the King, and wait for the Return of Trumps from your Partner, when you are to finesse your Ten, in order to win the Knave.

XXXIII.

If you have Queen, Knave, Nine, and one small Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV.

If you have Knave, Ten, and two small Trumps, begin with a small one, for the Reasons assigned in N^o. 15.

XXXV.

If you have Knave, Ten, Eight, and one small Trump, begin with the Knave, in order to prevent the Nine from making a Trick.

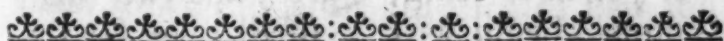
XXXVI.

If you have Ten, Nine, Eight, and one small Trump, begin with the Ten, which
leaves

leaves it in your Partner's Discretion, whether he will pass or not.

XXXVII.

If you have Ten and three small Trumps, begin with a small one.



C H A P. II.

Some PARTICULAR RULES to be observed.

I.

IF you have Ace, King, and four small Trumps, with a good Suit, you must play three Rounds of Trumps, otherwise you may have your strong Suit trumped.

II.

If you have King, Queen, and four small Trumps, with a good Suit, trump out with the King, because, when you have the Lead again, you will have three Rounds of Trumps.

III.

If you have King, Queen, Ten, and three small Trumps, with a good Suit, trump out with the King, in Expectation of the Knave's falling at the second Round; and do not wait to finesse the Ten, for fear your strong Suit should be trumped.

IV.

If you have Queen, Knave, and three small Trumps, with a good Suit, trump out with a small one.

V.

V.

If you have Queen, Knave, Nine, and two small Trumps, with a good Suit, trump out with the Queen, in Expectation of the Ten's falling at the second Round ; and do not wait to finesse the Nine, but trump out a second time, for the Reasons assigned in Case III. in this Chapter.

VI.

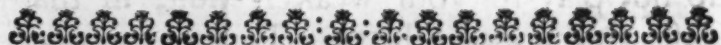
If you have Knave, Ten, and three small Trumps, with a good Suit, trump out with a small one.

VII.

If you have Knave, Ten, Eight, and two small Trumps, with a good Suit, trump out with the Knave, in Expectation of the Nine's falling at the second Round.

VIII.

If you have Ten, Nine, Eight, and one small Trump, with a good Suit, trump out with the Ten.



C H A P. III.

PARTICULAR GAMES, *and the Manner in which they are to be played, after a Learner has made some Progress in the Game.*

I.

SUPPOSE you are elder Hand, and that your Game consists of King, Queen, and Knave, of one Suit, Ace, King, Queen, and

the GAME of WHIST. 23

and two small Cards of another Suit, King and Queen of the third Suit, and three small Trumps : *Query*, How is this Hand to be played ? You are to begin with the Ace of your best Suit (or a Trump) which informs your Partner that you have the Command of that Suit ; but you are not to proceed with the King of the same Suit, but you must play a Trump next ; and if you find your Partner has no Strength to support you in Trumps, and that your Adversary plays to your weak Suit, *viz.* the King and Queen only, in that Case play the King of the Suit which belongs to the best Suit ; and if you observe a Probability of either your Adversaries being likely to trump that Suit, proceed then and play the King of the Suit of which you have King, Queen, and Knave : If it should so happen, that your Adversaries do not play to your weakest Suit, in that Case, tho' apparently your Partner can give you no Assistance in Trumps, pursue your Scheme of trumping out as often as the Lead comes into your Hand ; by which Means, supposing your Partner to have but two Trumps, and that your Adversaries have four each, by three Rounds of Trumps, there remain only two Trumps against you.

II.

Elder Hand.

Suppose you have Ace, King, Queen, and one small Trump, with a Sequence from the King of five in another Suit, with four other Cards of no Value. Begin with the Queen of Trumps, and pursue the Lead with the Ace, which demonstrates to your Partner that you have the King: And as it would be bad Play to pursue Trumps the third Round, till you have first gained the Command of your great Suit, by stopping thus, it likewise informs your Partner that you have the King and one Trump only remaining; because, if you had Ace, King, Queen, and two Trumps more, and Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead your Sequence, begin with the lowest, because if your Partner has the Ace, he plays it, which makes room for your Suit. And since you have let your Partner into the State of your Game, as soon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a moral Certainty that your King clears your Adversaries Hands of all their Trumps.

III.

III.

Second Player.

Suppose you have Ace, King, and two small Trumps, with a Quint-Major of another Suit ; in the third Suit you have three small Cards, and in the fourth Suit one. Your Adversary on your Right-hand begins with playing the Ace of your weak Suit, and then proceeds to play the King : In that Case, do not trump it, but throw away a losing Card, and if he proceeds to play the Queen, throw away another losing Card ; and do the like the fourth Time, in hopes your Partner may trump it, who will in that Case play a Trump, or will play to your strong Suit : If Trumps are played, go on with them two Rounds, and then proceed to play your strong Suit, by which Means, if there happen to be four Trumps in one of the Adversary's Hands, and two in the other, which is nearly the Case, your Partner being entitled to have three Trumps out of the nine, consequently there remain only six Trumps between the Adversaries ; your strong Suit forces their best Trumps, and you have a Probability of making the odd Trick in your own Hand only ; whereas if you had trumped one of your Adversaries best Cards, you had so weakened your Hand, as probably not to make more than five Tricks without your Partner's Help.

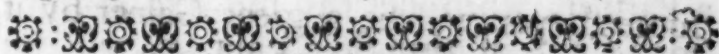
IV.

Suppose you have Ace, Queen, and three small Trumps ; Ace, Queen, Ten, and Nine of another Suit ; with two small Cards of each of the other Suits : Your Partner leads to your Ace, Knave, Ten, and Nine ; and as this Game requires rather to deceive your Adversaries, than to inform your Partner, put up the Nine, which naturally leads the Adversary to play Trumps, if he wins that Card. As soon as Trumps are played to you, return them upon your Adversary, keeping the Command in your own Hand. If your Adversary who led Trumps to you, puts up a Trump which your Partner cannot win, if he has no good Suit of his own to play, he will return your Partner's Lead, imagining that Suit lies between his Partner and yours ; if this Finess of yours should succeed, you will be a great Gainer by it, but scarcely possible to be a Loser.

V.

Suppose you have Ace, King, and three small Trumps, with a Quart from a King, and two small Cards of another Suit, and one small Card to each of the other Suits ; your Adversary leads a Suit of which your Partner has a Quart-Major ; your Partner puts up the Knave, and then proceeds to play the Ace : You refuse to that Suit by playing your loose Card ; when
your

your Partner plays the King, your Right-hand Adversary trumps it, suppose with the Knave or Ten, do not over-trump him, which may probably lose you two or three Tricks by weakening of your Hand: But if he leads to the Suit of which you have none, trump it, and then play the lowest of your Sequence, in order to get the Ace either out of your Partner's or Adversaries Hand; which accomplished, as soon as you get the Lead, play two Rounds of Trumps, and then proceed to play your strong Suit. Instead of your Adversaries playing to your weak Suit, if he should play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your strong Suit. But you will seldom find this last Method practised, except by moderate Players.



C H A P. IV.

Games to be played with certain Observations, whereby you are assured that your Partner has no more of the Suit played either by yourself or him.

I. *First Example.*

SUPPOSE you lead from Queen, Ten, Nine, and two small Cards of any Suit; the second Hand puts on the Knave, your

Partner plays the Eight ; in this Case, you having Queen, Ten, and Nine, it is a Demonstration, if he plays well, that he can have no more of that Suit. Therefore, by that Discovery, you may play your Game accordingly, either by forcing him to trump that Suit if you are strong in Trumps, or by playing some other Suit.

II. *Second Example.*

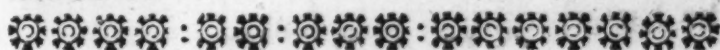
Suppose you have King, Queen, and Ten of a Suit, and you lead your King, your Partner plays the Knave, this demonstrates he has no more of that Suit.

III. *Third Example, which varies from the two former.*

Suppose you have King, Queen, and many more of a Suit, and you begin with the King, in some Cases it is good Play in a Partner, when he has the Ace and one small Card in that Suit only, to win his Partner's King with his Ace ; for suppose he is very strong in Trumps, by taking his Partner's King with the Ace, he trumps out, and after he has clear'd the Board of Trumps, he returns his Partner's Lead, and having parted with the Ace of that Suit, he has made room for his Partner to make that whole Suit, which possibly could not have been done if he had kept the Command in his Hand.

And

And supposing his Partner has no other good Card in his Hand besides that Suit, he loses nothing by the Ace's taking of his King; but if it should so happen that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play; and as your Partner has taken your King with the Ace, and trumps out upon it, you have Reason to judge he has one of that Suit to return you, therefore do not throw away any of that Suit, even to keep a King or Queen guarded..



CHAP. V.

Particular Games both to endeavour to deceive and distress your Adversaries, and to demonstrate your Game to your Partner.

I. *First Example.*

SUPPOSE I play the Ace of a Suit of which I have Ace, King, and three small ones; the last Player does not chuse to trump it, having none of the Suit; if I am not strong enough in Trumps, I must not play out the King, but keep the Command of that Suit in my Hand by playing of a small one, which I must do in order to weaken his Game.

D 3

II. *Second*

II. *Second Example.*

If a Suit is led of which I have none, and a moral Certainty that my Partner has not the best of that Suit, in order to deceive the Adversary I throw away my strong Suit; but, to clear up Doubts to my Partner, when he has the Lead I throw away my weak Suit. This Method of Play will generally succeed, unless you play with very good Players, and even with them, you will oftener gain than lose by this Method of Play.



C H A P. VI.

Particular Games to be played, by which you run the Risk of losing one Trick only to gain three.

I. *First Example.*

SUPPOSE Clubs to be Trumps, a Heart is played by your Adversary; your Partner having none of that Suit, throws away a Spade; you are then to judge his Hand is composed of Trumps and Diamonds; and suppose you win that Trick, and being too weak in Trumps, you dare not force him; and suppose you shall have King, Knave, and one small Diamond; and further suppose your Partner to have Queen and five Diamonds; in that Case, by throwing

ing out your King in your first Lead, and your Knave in your second, your Partner and you may win five Tricks in that Suit ; whereas if you had led a small Diamond, and your Partner's Queen having been won with the Ace, the King and Knave remaining in your Hand, obstructs his Suit : And tho' he may have the long Trump, yet, by playing a small Diamond, and his long Trump having been forced out of his Hand, you lose by this Method of Play three Tricks in that Deal.

II. Second Example.

Suppose, in the like Case of the former, you should have Queen, Ten, and one small Card in your Partner's strong Suit ; which is to be discover'd by the former Example ; and suppose your Partner to have Knave and five small Cards in his strong Suit ; you having the Lead are to play your Queen, and when you play again you are to play your Ten ; and suppose him to have the long Trump, by this Method he makes four Tricks in that Suit, but shou'd you play a small one in that Suit, his Knave being gone, and the Queen remaining in your Hand in the second Round of playing that Suit, and the long Trump being forced out of his Hand, the Queen remaining in your Hand obstructs the Suit, by which
Method

Method of Play you lose three Tricks in that Deal.

III. *Third Example.*

In the former Examples you have been supposed to have had the Lead, and by that Means have had an Opportunity of throwing out the best Cards in your Hand of your Partner's strong Suit, in order to make room for the whole Suit; we will now suppose your Partner is to lead, and in the course of Play, it appears to you that your Partner has one great Suit; suppose, Ace, King, and four small ones, and that you have Queen, Ten, Nine, and a very small one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which means you see, in the third Round, you make your Queen, and having a small one remaining, you do not obstruct your Partner's great Suit; whereas if you had kept your Queen and Ten, and the Knave have fallen from the Adversaries, you had lost two Tricks in that Deal.

IV. *Fourth Example.*

Suppose in the course of Play, as in the former Case, you find your Partner to have one great Suit, and that you have King, Ten, and a small one of that Suit, your
Partner

Partner leads the Ace, in that Case play your Ten, and in the second Round your King ; this Method is to prevent a Possibility of obstructing your Partner's great Suit.

V. Fifth Example.

Suppose your Partner has Ace, King, and four small Cards in his great Suit, and that you have Queen, Ten, and a small Card in that Suit ; when he plays his Ace, do you play your Ten, and when he plays his King, do you play your Queen, by which Method of Play you only risk one Trick to get four.

VI. Sixth Example.

We will now suppose you to have five Cards of your Partner's strong Suit, viz. Queen, Ten, Nine, Eight, and a small one ; and that your Partner has Ace, King, and four small ones ; when your Partner plays the Ace, do you play your Eight ; when he plays the King, do you play your Nine ; and in the third Round, no body having any of that Suit, except your Partner and you, proceed then to play the Queen, and then the Ten ; and having a small one remaining, and your Partner two, you thereby gain a Trick, which you could not have done but by playing the high Cards, and by keeping a small one to play to your Partner.

Par.



C H A P. VII.

Particular Games to be played when your Adversary turns up an Honour on your right Hand, with DIRECTIONS how to play when an Honour is turned up on your left Hand.

I. *First Example.*

SUPPOSE the Knave is turned up on your right Hand, and that you have King, Queen, and Ten, in order to win the Knave, begin to play with your King, by which Method of Play, your Partner may suppose you to have Queen and Ten remaining, especially if you have a second Lead, and that you do not proceed to play your Queen.

II. *Second Example.*

The Knave being turn'd up as before, and that you have Ace, Queen, and Ten, by playing of your Queen, it answers the like purpose of the former Rule.

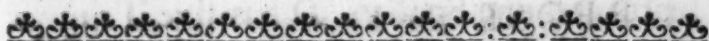
III. *Third Example.*

If the Queen is turned up on your right Hand, and that you have Ace, King, and Knave, by playing your King, it answers the like Purpose of the former Rule.

IV. *Fourth*

IV *Fourth Example.*

Suppose an Honour is turned up on your left Hand, and suppose you should hold no Honour, in that Case you are to play Trumps through that Honour; but in case you should hold an Honour (except the Ace) you must be cautious how you play Trumps, because, in case your Partner holds no Honour, your Adversary will play your own Game upon you.



C H A P. VIII.

A CASE to demonstrate the Danger of forcing your Partner.

SUPPOSE *A* and *B* Partners, and that *A* has a Quint-major in Trumps, with a Quint-major, and three small Cards of another Suit, and that *A* has the Lead; and let us suppose the Adversaries *C* and *D* to have only five Trumps in either Hand: In this Case, *A* having the Lead, wins every Trick.

II.

Suppose, on the contrary, *C* has five small Trumps, with a Quint-major and three small Cards of another Suit, and that *C* has the Lead, who forces *A* to trump first, by which means *A* wins only five Tricks.

III.

III.

*A CASE to demonstrate the Advantage
by a Saw.*

Suppose *A* and *B* Partners, and that *A* has a Quart-major in Clubs, they being Trumps, another Quart-major in Hearts, another Quart-major in Diamonds, and the Ace of Spades: And let us suppose the Adversaries *C* and *D* to have the following Cards, *viz.* *C* has four Trumps, eight Hearts and one Spade; *D* has five Trumps and eight Diamonds; *C* being to lead, plays an Heart, *D* trumps it; *D* plays a Diamond, *C* trumps it; and thus pursuing the Saw, each Partner trumps a Quart-major of *A*'s, and *C* being to play at the ninth Trick, plays a Spade, which *D* trumps; thus *C* and *D* have won the nine first Tricks, and leave *A* with his Quart-major in Trumps only.

The foregoing *Case* shews, that whenever you gain the Advantage of establishing of a Saw, it is your Interest to embrace it.

[What follows in this Treatise is the Addition promised.]



C H A P. IX.

Containing Variety of CASES, intermixed with CALCULATIONS, demonstrating when it is proper, at second Hand, to put up the King, Queen, Knave, or Ten, with one small Card of any Suit, &c.

I.

SUPPOSE you have four small Trumps; in the three other Suits you have one Trick secure in each of them; and suppose your Partner has no Trump, in that Case the remaining Nine Trumps must be divided between your Adversaries, suppose five in one Hand, and four in the other, as often as you have the Lead, play Trumps; and suppose you should have four Leads, in that Case, you see, your Adversaries make only five Tricks out of nine Trumps; whereas if you had suffered them to make their Trumps single, they might possibly have made nine Tricks.

By this Example you see the Necessity there is of taking out two Trumps for one upon most Occasions.

Yet there is an Exception to the foregoing Rule, because if you find in the course of Play that your Adversaries are very

E

strong

strong in any particular Suit, and that your Partner can give you no Assistance in that Suit, in such a Case you are to examine your own, and also your Adversaries' Scores, because by keeping one Trump in your Hand to trump such Suit, it may be either a means to save or win a Game.

II.

Suppose you have Ace, Queen, and two small Cards of any Suit; your right-hand Adversary leads that Suit; in that Case, do not put up your Queen, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you have the Command of that Suit.

An Exception to the foregoing Rule is, in case you want the Lead, then you are to put up your Queen.

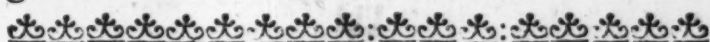
III.

Never choose to lead from King, Knave, and one small Card in any Suit, because it is 2 to 1 that your Partner has not the Ace, and also 32 to 25, or about 5 to 4 that he has Ace or Queen; and therefore as you have only about 5 to 4 in your Favour, and as you must have four Cards in some other Suit, suppose the Ten to be the highest, lead that Suit, because it is an equal Wager that your Partner has a better Card in that Suit than the last Player; and if the
Ace

Ace of the first-mentioned Suit lies behind you, which is an equal Wager it should so happen, in case your Partner has it not, in this Case, on your Adversaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV.

Suppose in the Course of Play it appears to you, that your Partner and you have four or five Trumps remaining, when your Adversaries have none, and that you have no winning Card in your Hand, but that you have Reason to judge your Partner has a thirteenth Card, or some other winning Card in his Hand; in that Case play a small Trump, to put the Lead into his Hand, in order to throw away any losing Card in your Hand, upon such thirteenth or other good Card.



C H A P. X.

Some Directions for putting up at second Hand, King, Queen, Knave, or Ten, of any Suit, &c.

I.

SUPPOSE you have the King, and one small Card of any Suit, and that your right-hand Adversary plays that Suit; if he is a good Player do not put up the King, unless you want the Lead, because a

good Player seldom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his strong Suit.

II.

Suppose you have a Queen and one small Card of any Suit, and that your right-hand Adversary leads that Suit; do not put on your Queen, because, suppose the Adversary has led from the Ace and Knave, in that Case, upon the Return of that Suit, your Adversary finessees the Knave, which is generally good Play, especially if his Partner has played the King, you thereby make your Queen; but by putting on the Queen, it shews your Adversary that you have no Strength in that Suit, and consequently puts him upon finessing upon your Partner throughout that whole Suit.

II.

In the former Examples you have been informed when it is thought proper to put up the King or Queen at second Hand; you are likewise to observe, in case you should have the Knave or Ten of any Suit, with a small Card of the same Suit, it is generally bad Play to put up either of them at second Hand, because it is five to two that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows,
that

the GAME of WHIST. 41

that as the Odds against you is five to two, and tho' you shou'd succeed sometimes by this Method of Play, yet in the main you must be a Loser, because it demonstrates to your Adversaries that you are weak in that Suit, and consequently they finesse upon your Partner throughout that whole Suit.

IV.

Suppose you have Ace, King, and three small Cards of a Suit, your right-hand Adversary leads that Suit; upon which you play your Ace, and your Partner plays the Knave. In case you are strong in Trumps, you are to return a small one in that Suit, in order to let your Partner trump it: And this Consequence attends such Play, *viz.* you keep the Command of that Suit in your own Hand, and at the same Time, it gives your Partner an Intimation that you are strong in Trumps; and therefore, he may play his Game accordingly, either in attempting to establish a Saw, or by trumping out to you, if he has either Strength in Trumps, or the Command of the other Suits.

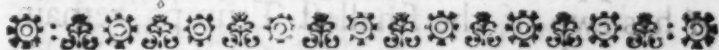
V.

Suppose *A* and *B*'s Game is scored 6; the Adversaries *C* and *D* is scored 7, and that 9 Cards are played out, of which *A* and *B* have won 7 Tricks, and suppose no Honours are reckoned in that Deal; in this

Case *A* and *B* have won the odd Trick, which puts their Game upon an Equality; and suppose *A* to have the Lead, and that *A* has two of the smallest Trumps remaining, with two winning Cards of other Suits: And suppose *C* and *D* have the two best Trumps between them, with two other winning Cards in their Hands, *Query*, How are you to play this Game? It is 11 to 3 that *C* has not the 2 Trumps, and, likewise, 11 to 3 that *D* has them not: The Odds being so much in *A*'s Favour to win the whole Stake, it is his Interest to play a Trump; for suppose the Stake to be 70*l.* depending, *A* wins the whole Stake, if he succeeds by this Method of Play; but should he play the close Game, by forcing *C* or *D* to trump first, he having won the odd Trick already, and being sure of winning two more in his own Hand, by this Method his Game will be scored 9 to 7, which is about 3 to 2, and therefore, *A*'s Share of the 70*l.* will amount only to 42*l.* and, by this Method, *A* only secures 7*l.* Profit; but in the other Case, upon supposition that *A* and *B* have 11 to 3 of the Stake depending, as aforesaid, by playing his Trump, he is intitled to 55*l.* out of the 70*l.* depending.

The

The foregoing Case being duly attended to, may be applied to the like Purpose, in other Parts of the Game.



C H A P. XI.

Some DIRECTIONS how to play when an Ace, King, or Queen are turned up on your Right-Hand, &c.

I.

SUPPOSE the Ace is turned up on your Right-hand, and that you have the Ten and Nine of Trumps only, with Ace, King and Queen of another Suit, and eight Cards of no Value, *Query*, How must this Game be played? Begin with the Ace of the Suit of which you have Ace, King, and Queen, which is an Information to your Partner that you have the Command of that Suit; then play your Ten of Trumps, because it is five to two that your Partner has King, Queen, or Knave of Trumps; and tho' it is about seven to two that your Partner has not two Honours, yet, should he chance to have them, and they prove to be the King and Knave, in that Case, as your Partner will pass your Ten of Trumps, and as it is 13 to 12 against the last Player for holding the Queen of Trumps, upon supposition your Partner has it not, in that

Cafe, when your Partner has the Lead, he plays to your strong Suit, and upon your having the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almost certain of winning the Queen, if he lies behind it.

The foregoing Cafe shews, that turning up of an Ace against you, may be made less beneficial to your Adversaries, provided you play by this Rule.

II.

If the King or Queen are turned up on your Right-hand, the like Method of Play may be made use of; but you are always to distinguish the Difference of your Partner's Capacity, because a good Player will make a proper Use of such Play, but a bad one seldom, if ever.

III.

Suppose the Adversary on your Right-hand leads the King of Trumps, and that you shou'd have the Ace and four small Trumps, with a good Suit; in this Cafe it is your Interest to pass the King; and tho' he shou'd have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he will play the small one, imagining that his Partner has the Ace; when he plays the small one, you are to pass it, because it is an equal Wager that your Partner has a better Trump than the
last

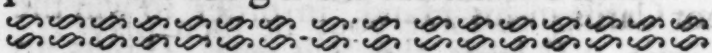
last Player ; if so, and that he happens to be a tolerable Player, he will judge you have a good Reason for this Method of Play, and consequently, if he has a third Trump remaining, he will play it, if not, he will play his best Suit.

IV.

A Critical CASE to win an odd Trick.

Suppose *A* and *B* Partners against *C* and *D*, and suppose the Game to be Nine all, and suppose all the Trumps are played out, *A* being the last Player, has the Ace and four other small Cards of a Suit in his Hand, and one thirteenth Card remaining ; *B* has only two small Cards of *A*'s Suit ; *C* has Queen and two other small Cards of that Suit ; *D* has King, Knave, and one small Card of the same Suit. *A* and *B* have won 3 Tricks, *C* and *D* have won 4 Tricks ; it therefore follows that *A* is to win 4 Tricks out of the six Cards in his Hand, in order to win the Game. *C* leads this Suit, and *D* puts up the King ; *A* gives him that Trick, *D* returns that Suit, *A* passes it, and *C* puts up his Queen : Thus *C* and *D* have won six Tricks, and *C* imagining the Ace of that Suit to be in his Partner's Hand, returns it, by which means *A* wins the 4 last Tricks, and consequently the Game.

Suppose you should have the King and five small Trumps, and that your Right-hand Adversary plays the Queen; in that Case do not put on your King, because it is an equal Wager that your Partner has the Ace; and suppose your Adversary shou'd have Queen, Knave, Ten, and one small Trump, it is also an equal Wager that the Ace lies single, either in your Adversaries Hand or Partner's; in either of which Cases it is bad Play to put on your King; but if the Queen of Trumps is led, and that you shou'd happen to have the King, with two or three Trumps, it is the best Play to put on the King, because it is good Play to lead from the Queen and one small Trump only; and, in that Case, shou'd your Partner have the Knave of Trumps, and your Left-hand Adversary hold the Ace, your neglecting to put on the King is the Loss of a Trick.



C H A P. XII.

The Ten or Nine being turn'd up on your Right-hand, &c.

I.

SUPPOSE the Ten is turned up on your Right-hand, and that you shou'd have King, Knave, Nine, and two small Trumps, with eight other Cards of no Value, and that it is proper for you to lead
Trump;

Trumps ; in that Case, begin with the Knave, in order to prevent the Ten from making of a Trick ; and tho' it is about five to four that your Partner holds an Honour, yet if that should fail, by finessing your Nine on the Return of Trumps from your Partner, you have the Ten in your Power.

II.

The Nine being turned up on your Right hand, and that you should have Knave, Ten, Eight, and two small Trumps, by leading the Knave it answers the like Purpose of the former Case.

III.

You are to make a wide Difference between a Lead of Choice, and a forced Lead of your Partner's ; because in the first Case he is supposed to lead from his best Suit, and finding you deficient in that Suit, and not being strong enough in Trumps, and not daring to force you, he then plays his next best Suit, by which Alteration of Play it is next to a Demonstration that he is weak in Trumps ; but shou'd he persevere, by playing of his first Lead if he is a good Player, you are to judge him strong in Trumps, and it is a Direction for you to play your Game accordingly.

IV.

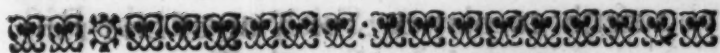
There is nothing more pernicious at the Game of Whist, than to change Suits often,
because

because in every new Suit you run the Risk of giving your Adversary the Tenace ; and therefore, tho' you lead from a Suit of which you have Queen, Ten, and three small ones, and your Partner puts up the Nine only, in that Case, if you shou'd happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your best Play to pursue the Lead of that Suit, by playing your Queen, which leaves it in your Partner's Option whether he will trump it or not, in case he has no more of that Suit ; but in your second Lead, in case you shou'd happen to have the Queen or Knave of any other Suit, with one Card only of the same Suit, it would be better Play to lead from your Queen or Knave of either of those Suits, it being 5 to 2 that your Partner has one Honour at least in either of those Suits.

V.

If you have Ace, King, and one small Card of any Suit, with four Trumps ; if your right-hand Adversary leads that Suit, pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand ; if so, you gain a Trick by it ; if otherwise, as you have four Trumps, you need not fear to lose by it, because when Trumps are played, you may be supposed to have the long Trump.

CHAP.



C A A P. XIII.

A CAUTION not to part with the Command of your Adversaries great Suit, &c.

I.

IN Case you are weak in Trumps, and that it does not appear that your Partner is very strong in them, be very cautious how you part with the Command of your Adversary's great Suit: For suppose your Adversary plays a Suit of which you have King, Queen, and one small Card only, the Adversary leads the Ace, and, upon playing the same Suit, you play your Queen, which makes it almost certain to your Partner that you have the King; and suppose your Partner refuses to that Suit, do not play the King, because if the Leader of that Suit, or his Partner have the Long Trump, you risk the losing of three Tricks to get one.

II.

Suppose your Partner has ten Cards remaining in his Hand, and that it appears to you, that they consist of Trumps and one Suit only; and suppose you should have King, Ten, and one small Card of his strong Suit, with Queen and two small Trumps; in this Case, you are to judge he

F

has

has five Cards of each Suit, and therefore you ought to play out the King of his strong Suit, and if you win that Trick, your next best Play is, to throw out the Queen of Trumps ; if that likewise comes home, proceed to play Trumps: This Method of Play may be made use of at any Score of the Game, except at 4 and 9.

III.

The TRUMP turned up to be remembered.

It is so necessary that the Trump turned up should be known and remembered, both by the Dealer and his Partner, that we think it proper to observe, That the Dealer shou'd always so place that Card, as to be certain of having recourse to it : For, suppose it to be only a 5, and that the Dealer has two more, *viz.* the 6 and 9, if his Partner trumps out with Ace and King, he ought to play his 6 and 9 ; because, let us suppose your Partner to have Ace, King, and four small Trumps, in this Case, by your Partner's knowing you have the 5 remaining, you may win many Tricks.

IV.

Your right-hand Adversary leads a Suit of which you have the Ten and two small ones ; the third Hand puts up the Knave, your Partner wins it with the King ; when your right-hand leads that Suit again, and plays a small one, do you put on your Ten, because

because it may save your Partner's Ace, upon Supposition that your right-hand Adversary led from the Queen; you will seldom fail of Success by this Method of Play.

V.

Suppose you have the best Trump, and that the Adversary *A* has one Trump only remaining, and that it appears to you that your Adversary *B* has a great Suit; in this Case, though you permit *A* to make his Trump, yet, by keeping the Trump in your Hand, you prevent the Adversary *B* from making his great Suit; whereas, if you had taken out *A*'s Trump, it had made only one Trick difference, but by this Method you probably save three or four Tricks.

VI.

The following CASE happens frequently.

That you have two Trumps remaining when your Adversaries have only one, and it appears to you that your Partner has one great Suit, in this Case always play a Trump; tho' you have the worst, because by removing the Trump out of your Adversary's Hands, there can be no Obstruction to your Partner's great Suit.

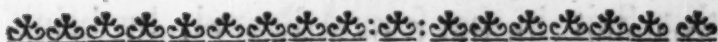
VII.

Suppose you should have three Trumps when no body else have any, and that you should have only four Cards of any certain Suit remaining;

maining ; in this Case play a Trump, which shews your Partner that you have all the Trumps, and also gives you a fair Chance for one of your Adversaries to throw away one Card of the aforesaid Suit ; by which means, supposing that Suit to have been once led, and one thrown away, makes Five, and four remaining in your Hand makes Nine, there being only four remaining between three Hands, and your Partner having an equal Wager to hold a better Card in that Suit than the last Player, it therefore follows, that you have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII.

Suppose you have five Trumps, and six small Cards of any Suit, and you are to lead ; the best Play is to lead from the Suit of which you have six, because, as you are deficient in two Suits, your Adversaries will probably trump out, which is playing your own Game for you ; whereas, had you begun with playing Trumps, they wou'd force you, and consequently destroy your Game.



C H A P. XVI.

Some Purchasers of the TREATISE in Manuscript, disposed of the last Winter, have desired a further Explanation concerning the playing of Sequences; they are explained in the following Manner.

I.

IN Trumps you are to play the highest of your Sequences, unless you shou'd have Ace, King, and Queen; in that Case play the lowest, in order to let your Partner into the State of your Game.

II.

In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two small ones; whether you are strong in Trumps or not, it is the best Play to begin with the Knave, because, by getting the Ace out of any Hand, you make room for the whole Suit.

III.

And in case you are strong in Trumps, supposing you shou'd have a Sequence of Queen, Knave, Ten, and two small Cards of any Suit; in that Case, you ought to play the highest of your Sequence, because, if either of the Adversaries shou'd trump

that Suit in the second Round, by being strong in Trumps, you fetch out their Trumps, and consequently make the Remainder of that Suit.

The like Method may be taken, if you shou'd happen to have a Sequence, by Knave, Ten, Nine, and two small Cards of any Suit.

IV.

If you have a Sequence of a King, Queen, Knave, and one small Card of any Suit, whether you are strong in Trumps, or otherwise, play your King ; and do the like by any inferior Sequences, if you have only four in Number.

V.

But if you shou'd happen to be weak in Trumps, you must always begin with the lowest of the Sequence, in case you shou'd have five in Number ; for suppose your Partner to have the Ace of that Suit, he then makes it ; and where lies the Difference whether you or your Partner win a Trick ? For if you had the Ace and four small Cards of any Suit, and are weak in Trumps, and led from that Suit, if you play well, you ought to play the Ace ; if you are very strong in Trumps, you may play your Game as backward as you please ; but if you are weak in Trumps, you must play the reverse.

VI.

VI.

Let us explain what is meant by being strong or weak in Trumps.

If you have Ace, King, and three small Trumps.

King, Queen, and three small Trumps.

Queen, Knave, and three small Trumps.

Queen, Ten, and three small Trumps.

Knave, Ten, and three small Trumps.

Queen, and four small Trumps.

Knave, and four small Trumps.

In any of the aforesaid Cases, you may be understood to be very strong in Trumps, and therefore you may play by the foregoing Rules, being morally assured of having the Command in Trumps.

If you have two or three small Trumps only, we understand you to be weak in them.

VII.

What Strength in Trumps intitles you to force your Partner at any Point of the Game.

Ace, and three small Trumps.

King, and three small Trumps.

Queen, and three small Trumps.

Knave, and three small Trumps.

VIII.

If, by Accident, either you or the Adversaries have forced your Partner, (tho' you

you are weak in Trumps) if he has had the Lead, and does not choose to trump out, force him on as often as the Lead comes into your Hand, unless you have good Suits of your own to play.

IX.

If you should happen to have only two or three small Trumps, and that your right-hand Adversary leads a Suit of which you have none, trump it, which is an Information to your Partner that you are weak in Trumps.

X.

Suppose you have Ace, Knave, and one small Trump, and that your Partner trumps to you, suppose from the King and three small Trumps, *Query*, Whether it is the best Play to put on the Ace or Knave? And suppose your right-hand Adversary has three Trumps, and that your left-hand Adversary has the like Number; in this Case, by finessing of your Knave, and playing your Ace, if the Queen is on your right-hand, you win a Trick by it; but if the Queen is on your left-hand, and you shou'd play the Ace, and then return the Knave, admitting your left-hand Adversary put on the Queen, which he ought to do, it is above 2 to 1 that one of the Adversaries have the Ten, and consequently you gain no Trick by playing thus.

XI.

XI.

If your Partner has led from the Ace of Trumps, and suppose you shou'd have King, Knave, and one small Trump, by putting on your Knave, and returning the King, it answers exactly the like Purpose of the former Rule.

In other Suits you may practise the like Method.

XII.

If you are strong in Trumps, and that you have King, Queen, and two or three small Cards in any other Suit, you may lead a small one, it being 5 to 4 that your Partner has an Honour in that Suit; but, if you are weak in Trumps, you ought to begin with the King.

XIII.

If your right-hand Adversary leads a Suit of which you have King, Queen, and two or three small Cards of the same Suit, you being strong in Trumps, may pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your Strength of Trumps, you need not fear making that Suit.

XIV.

If your right-hand Adversary leads a Suit, of which you have King, Queen, and one small Card, whether in Trumps or not,
put

put on the Queen: Also, if you have Queen, Knave, and one small Card, put on the Knave; and if you have Knave, Ten, and one small Card, put on the Ten. By putting up the second best, as aforesaid, your Partner has an Expectation of your having a better Card, or Cards, in the same Suit; and, by recourse to the Calculations annexed to this Treatise, he may be able to judge what are the Odds for and against him.

XV.

If you shou'd have Ace, King, and two small Cards in any Suit, being strong in Trumps; if your right-hand Adversary leads that Suit, you may pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you gain a Trick by it; if otherwise, you need not fear to make your Ace and King, by your Strength in Trumps.

XVI.

If you shou'd have the Ace, Nine, Eight, and one small Trump, and that your Partner leads the Ten; in that Case pass it, because unless the three Honours lie behind you, you are sure of making two Tricks; do the like, if you should have the King, Nine, Eight, and one small Trump; or the Queen, Nine, Eight, and one small Trump.

XVII.

XVII.

In order to deceive your Adversaries, if your right-hand Adversary leads from a Suit, of which you have Ace, King, and Queen, or Ace, King, and Knave, put on the Ace ; because that encourages the Adversaries to play that Suit again : And tho' you deceive your Partner by this Method of Play, you also deceive your Adversaries, which is of greater Consequence in this Case ; because, if you had put on the lowest of the Terce-major, or the Knave in the other Suit, your right-hand Adversary had made a Discovery that the Strength of that Suit was against him, and consequently would have changed Suits.

XVIII.

Suppose you have Ace, Ten, and one small Card, in any Suit ; also the Ace, Nine, and one small Card of any Suit ; *Query*, Which of these Suits ought you to lead from ? *Answer*, From the Suit of which you have the Ace, Nine, and one small Card ; for this Reason, it being an equal Wager that your Partner has a better Card in that Suit, than the last Player ; if not, let us then suppose that your right-hand Adversary leads from the King, or Queen of the Suit, of which you have the Ace, Ten, and one small Card ; in that Case, it is an equal Wager that your Partner has a better Card in that Suit,

Suit, than the third Hand; if that happens to be the Case, upon the Return of the Suit, you lie Tenace, and consequently stand a fair Chance for three Tricks in that Suit.

XIX.

A CASE to demonstrate the Tenace.

Let us suppose *A* and *B* to play at Two-handed Whist, and let us suppose *A* to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which, in case *B* always leads, are six sure Tricks. Let us suppose he has the same Hand in Spades, which, in case *B* always leads, are six more sure Tricks. We suppose *B* has the Remainder of these two Suits.

Let us suppose *B* to have the same Hand in Hearts and Diamonds, as *A* has in Spades and Clubs, and that *A* has the Remainder of the Hearts and Diamonds, which, in case *A* always leads, are twelve sure Tricks also to *B*.

The foregoing Case shews that both Hands are exactly equal; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only.

But if one names the Trumps, and the other leads, he that names the Trumps ought to win fourteen Tricks.

Those who would attain to the playing of Whist to Perfection, must not be content
only

the GAME of WHIST. 61

only with being a Master of the Calculations contained in this Treatise, and also an exact Judge of all the General and Particular Cases in the same ; but be a very punctual Observer of such Cards as are thrown away, both by his Partner and Adversaries, and at what time : Whoever attends closely to these Particulars, is the most likely to attain their End.



Game of Whist is a Game of Skill and Chance, and is played by four Persons, two on each Side. The Cards are dealt out in Packs of five, and the Game is played in Tricks. The first Trick is called the Deal, and the second the Deal. The third Trick is called the Deal, and the fourth the Deal. The fifth Trick is called the Deal, and the sixth the Deal. The seventh Trick is called the Deal, and the eighth the Deal. The ninth Trick is called the Deal, and the tenth the Deal. The eleventh Trick is called the Deal, and the twelfth the Deal. The thirteenth Trick is called the Deal, and the fourteenth the Deal. The fifteenth Trick is called the Deal, and the sixteenth the Deal. The seventeenth Trick is called the Deal, and the eighteenth the Deal. The nineteenth Trick is called the Deal, and the twentieth the Deal. The twenty-first Trick is called the Deal, and the twenty-second the Deal. The twenty-third Trick is called the Deal, and the twenty-fourth the Deal. The twenty-fifth Trick is called the Deal, and the twenty-sixth the Deal. The twenty-seventh Trick is called the Deal, and the twenty-eighth the Deal. The twenty-ninth Trick is called the Deal, and the thirtieth the Deal. The thirty-first Trick is called the Deal, and the thirty-second the Deal. The thirty-third Trick is called the Deal, and the thirty-fourth the Deal. The thirty-fifth Trick is called the Deal, and the thirty-sixth the Deal. The thirty-seventh Trick is called the Deal, and the thirty-eighth the Deal. The thirty-ninth Trick is called the Deal, and the fortieth the Deal. The forty-first Trick is called the Deal, and the forty-second the Deal. The forty-third Trick is called the Deal, and the forty-fourth the Deal. The forty-fifth Trick is called the Deal, and the forty-sixth the Deal. The forty-seventh Trick is called the Deal, and the forty-eighth the Deal. The forty-ninth Trick is called the Deal, and the fiftieth the Deal. The fifty-first Trick is called the Deal, and the fifty-second the Deal. The fifty-third Trick is called the Deal, and the fifty-fourth the Deal. The fifty-fifth Trick is called the Deal, and the fifty-sixth the Deal. The fifty-seventh Trick is called the Deal, and the fifty-eighth the Deal. The fifty-ninth Trick is called the Deal, and the sixtieth the Deal. The sixty-first Trick is called the Deal, and the sixty-second the Deal. The sixty-third Trick is called the Deal, and the sixty-fourth the Deal. The sixty-fifth Trick is called the Deal, and the sixty-sixth the Deal. The sixty-seventh Trick is called the Deal, and the sixty-eighth the Deal. The sixty-ninth Trick is called the Deal, and the seventieth the Deal. The seventy-first Trick is called the Deal, and the seventy-second the Deal. The seventy-third Trick is called the Deal, and the seventy-fourth the Deal. The seventy-fifth Trick is called the Deal, and the seventy-sixth the Deal. The seventy-seventh Trick is called the Deal, and the seventy-eighth the Deal. The seventy-ninth Trick is called the Deal, and the eightieth the Deal. The eighty-first Trick is called the Deal, and the eighty-second the Deal. The eighty-third Trick is called the Deal, and the eighty-fourth the Deal. The eighty-fifth Trick is called the Deal, and the eighty-sixth the Deal. The eighty-seventh Trick is called the Deal, and the eighty-eighth the Deal. The eighty-ninth Trick is called the Deal, and the ninetieth the Deal. The ninety-first Trick is called the Deal, and the ninety-second the Deal. The ninety-third Trick is called the Deal, and the ninety-fourth the Deal. The ninety-fifth Trick is called the Deal, and the ninety-sixth the Deal. The ninety-seventh Trick is called the Deal, and the ninety-eighth the Deal. The ninety-ninth Trick is called the Deal, and the hundredth the Deal.



A DICTIONARY for WHIST,
*which resolves almost all the Critical
 Cases that may happen at that GAME,
 by way of Question and Answer.*

1. **H**OW to play Trumps to the greatest Advantage, peruse the Treatise of Whist, Chap. 1. Case 11. and all the remaining Cases in that Chapter, also Chap. II.

2. How to play Sequences when Trumps?

Answer, you are to begin with the highest of them.

3. How to play Sequences when they are not Trumps?

Ans. If you have 5 in Number, you are to begin with the lowest, if 3 or 4 in Number always play the highest.

4. Why do you prefer playing of Sequences rather than other Suits?

Ans. Because they are the safest Lead, and gain the Tenace in other Suits.

5. When ought you to make Tricks early?

Ans. When you are weak in Trumps.

6. When ought you not to make Tricks early?

Ans.

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Ans. When you are strong in Trumps.

7. When do you play from an Ace Suit?

Ans. You do so when you have 3 in Number only in any Suit (Trumps excepted).

8. When don't you play from an Ace Suit?

Ans. You ought not to lead from an Ace Suit, having 4 or more in Number in any other Suit; because, the Ace is an Assistant to your great Suit, and when Trumps are played out enables you to make that Suit.

9. When any Card of Consequence is turn'd up on your right or left-hand, How are you to play in that Case? See Chap. X. Case 1. Chap. XII. Case 1.

10. Why are you always to play your Hand by your own and Adversaries Scores?

Ans. Chap. I. Case 6. See References in this Case.

11. How to know when your Partner has no more of a Suit played? See Chap. IV. Case 1, 2, 3.

12. Reasons for putting on at Second hand the King, Queen, Knave, &c. Ten, and when not? Chap. X. Case 1, 2, 3.

13. Why are you to play the Queen, Knave, Ten, &c. of any Suit, when that Suit is play'd a second time, having 3 in Number only? Chap. XIII. Case 4.

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14. When ought you to over-trump your Adversary, and when not?

Ans. When you are weak in Trumps, you ought to over-trump him; but if strong in Trumps, you ought to throw away a losing Card.

15. Reasons for not parting with the Command of your Adversary's strong Suit, Chap. XIII. Case 1.

16. If your Adversary on your right-hand leads a Suit of which you have the Ace, King, and Queen, &c. Why are you to put on the Ace preferable to the Queen?

Ans. Because it deceives the Adversary; which, in this Case, is of more Consequence to you than to deceive your Partner.

17. To declare your strong Suit, when proper to be done, and when not?

Ans. When you have only one strong Suit, and you trump out to make that Suit, in this Case you ought to declare it; but if you are strong in all Suits, there is no necessity of declaring your strongest Suit.

18. The Ace turned up on your right-hand, and that you have the Ten and Nine only of Trumps, Why do you play the Ten? Chap. XI. Case 1.

19. Why do you play from a King-Suit preferable to a Queen-Suit, having the like Number of each?

Ans.

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Ans. Because it is 2 to 1 that the Ace does not lye in your left-hand Adversary's Hands, and it is 5 to 4 if you lead from a Queen-Suit, that the Ace or King lyes in his Hands, and that you lose your Queen, and so play to a Disadvantage.

20. Why do you play from a Queen-Suit preferable to a Knave Suit? Answer'd Case 19.

21. When you have the 4 best Cards of any Suit, Why do you throw away the best?

Ans. To let your Partner into the State of your Game.

22. Your Partner's strong Suit, How are you to make the most of it?

Chap. VI. has six Examples to demonstrate it.

23. The Queen turn'd up on your right-hand, you having the Ace, Ten, and one Trump, or the King, Ten, and one Trump, if the right-hand Adversary plays the Knave, *Query*, How are you to play?

Ans. You are to pass it, by which you have an equal Wager of gaining a Trick, and cannot lose by so doing.

24. Four Cards are played out, and Trumps are gone round twice, your Partner not appearing to have an higher Trump than the 8, yet he has 3 Trumps, when he

66 *A short TREATISE on*

plays his third Trump, the next Hand puts on the Knave, there being the King and Knave only in the Adversary's Hands, you having the Ace and Queen of Trumps.

Query, Whether are you to play the Ace or Queen?

Ans. You are to play the Ace, because it is 9 to 8 that the last Player has the King; and if you reduce the Cards to 2 in Number, it then is 2 to 1 in your favour, by playing the Ace, that the King falls; the like Method may be taken in other Suits, upon the like Occasions.

E X A M P L E.

Let us suppose that you have only 2 Cards remaining in your Hands of any Suit, viz. The Queen and Ten, and let us suppose the Knave and Nine of the same Suit are in your Adversary's Hands, when your Partner leads that Suit, your right-hand Adversary plays the Nine, and has 1 Card only remaining.

Query. Whether you ought to play your Queen or Ten?

Ans. You ought to play your Queen, because it is 2 to 1 that your left-hand Adversary has the Knave. And in all Cases of the like Nature you ought to play by this Rule.

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I would know what is the Odds that the Dealer at Whist holds four Trumps or more?

Ans. That he holds 4 Trumps or more is 232 to 165, or about a Guinea to 14 s. 11 d. and almost a Farthing.



An



*An Explanation for the Use of Beginners,
of some of the TERMS or TECHNICAL
WORDS made use of in this Treatise.*

F I N E S S I N G.

MEANS the endeavouring to gain an Advantage by Art and Skill, which consists in this; when a Card is led and you have best and third best Card of that Suit, you judge it best to put your third best Card upon that Lead, and run the Risk of your Adversary's having the second best of it, that if he has it not, which is 2 to 1 against him, you are then sure of gaining a Trick.

F O R C I N G.

Means the obliging your Partner or your Adversary to trump a Suit of which he has none. The Cases mention'd in this Treatise will shew when it is proper to force either of them.

L O N G T R U M P.

Means the having one or more Trumps in your Hand when all the rest are out.

L O O S E C A R D.

Means a Card in a Hand that is of no Value, and consequently the properest to throw away.

P O I N T S.

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P O I N T S.

Ten of them make a Game, as many as are gain'd by Tricks or Honours, so many Points are set up to the Score of the Game.

Q U A R T.

In general is a Sequence of any four Cards immediately following one another, in the same Suit. *Quart-major* is therefore a Sequence of Ace, King, Queen, and Knave, in any Suit.

Q U I N T.

In general is a Sequence of any five Cards immediately following one another in the same Suit. *Quint-major* is therefore a Sequence of Ace, King, Queen, Knave, and Ten, in any Suit.

R E V E R S E.

Playing at any time the *Reverse*, means only the playing your Hand in a different manner ; that is to say, if you are strong in Trumps you play one way, but if weak in Trumps you play the *Reverse*, viz. another.

S E E - S A W.

Is when each Partner trumps a Suit, and they play those Suits to one another to trump.

S C O R E.

Score of the Game, is the Number of Points set up, Ten of which make a Game.

T E

T E N A C E.

Having the Tenace in any Suit supposes the having the first and third best Cards, and being the last Player, and consequently you catch the Adversary when that Suit is play'd: As for Instance, in case you have the Ace and Queen of any Suit, and that your Adversary leads that Suit, you must win those two Tricks; and so of any other Tenace in inferior Cards.

T E R C E.

In general is a Sequence of any three Cards immediately following one another in the same Suit.

Terce-major is therefore a Sequence of Ace, King, and Queen, in any Suit.





AN
ARTIFICIAL MEMORY.

OR

An Easy Method of Assisting the MEMORY of those that play at the Game of WHIST.

To which are added,
Several CASES not hitherto Publish'd.

CHAP. XV.

I.

PLACE of every Suit in your Hand, the worst of it to the left-hand, and the best (in Order) to the right, and the Trumps in the like Order, always to the left of all the other Suits.

II.

If in the Course of Play you find you have the best Card remaining of any Suit, put the same to the left of your Trumps.

III.

III.

And if you find you have the second best Card of any Suit to remember, place it on the right of your Trumps.

IV.

And if you have the third best Card of any Suit to remember, place a small Card of that Suit between the Trumps and that third best, to the right of the Trumps.

V.

To remember your Partner's first Lead, place a small Card of that Suit led in the midst of your Trumps, and if you have but one Trump, on the left of it.

VI.

When you deal, put the Trump turned up to the right of all your Trumps, and part with it as late as you can, that your Partner may know you have that Trump left, and so play accordingly.

VII.

To find where, or in what Suit your Adversaries revoke.

Suppose the two Suits on your right-hand to represent your Adversaries in the Order they sit, as to your right and left-hand :

When you suspect either of them to have made a Revoke in any Suit, clap a small Card of that Suit amongst the Cards representing that Adversary, by which means
you

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you record not only that there may have been a Revoke, but also which of them made it, and in what Suit.

If the Suit that represents the Adversary that made the Revoke, happens to be the Suit he revoked in, change that Suit for another, and, as above, put a small Card of the Suit revoked in, in the middle of that exchanged Suit, and if you have not a Card of that Suit, reverse a Card of any Suit you have (except Diamonds) and place it there.

VIII.

As you have a way to remember your Partner's first Lead, you may also record in what Suit either of your Adversaries made their first Lead, by putting the Suit in which they made that Lead, in the Place which in your Hand represents that Adversary, as either of your right or left-hand; and if other Suits were already placed to represent them, then exchange them for the Suits in which each of them makes his first Lead.

The foregoing Method is to be taken when you find it more necessary to record the Adversary's first Lead, than to endeavour to find out a Revoke.

I.

When it appears to you that the Adversaries have three or four Trumps remaining, and that neither you nor your Partner have any, never attempt to force one Hand to trump, and to let the other throw away a losing Card, but rather endeavour to find out a Suit in your Partner's Hand, in case you have no Suit in your own, by which means you prevent them from making their Trumps separate.

II.

Suppose *A* and *B* are Partners against *C* and *D*, and suppose nine Cards are played out, and also suppose eight Trumps are played out; and further suppose *A* to have one Trump only, and suppose his Partner *B* to have the Ace and Queen of Trumps, and suppose the Adversaries *C* and *D* to have the King and Knave of Trumps between them, *A* leads his small Trump, *C* plays the Knave of Trumps; *Query*, Whether *B* is to play his Ace or Queen of Trumps upon the Knave? *Answer*, *B* is to play his Ace upon the Knave, because *D* having four Cards in his Hand remaining, and *C* has only three, consequently, it is four to three in *B*'s Favour that the King is in *D*'s Hand; if we reduce the Number of four Cards in a Hand to three, the Odds then

then is 3 to 2 ; and if we reduce the Number of three Cards in a Hand to two, the Odds then is 2 to 1 in favour of *B*'s winning of a Trick, by putting on his Ace of Trumps : By the like Rule you may play all the other Suits.

III.

Let us suppose you have the thirteenth Trump, and also the thirteenth Card of any Suit in your Hand, and one losing Card, and let us suppose you have only three Cards remaining, *Query*, Which of these Cards are you to play ? *Answer*, You are to play the losing Card, because if you play the thirteenth Card first, the Adversaries knowing you to have one Trump remaining, will not pass your losing Card, and therefore you play 2 to 1 against yourself.

IV.

Let us suppose that you have the Ace, King, and three small Cards in any Suit, which has never been played, and let us suppose that it appears to you that your Partner has the last Trump remaining, *Query*, How are you to play these Cards to your greatest Advantage ? *Answer*, You are to lead a small Card in that Suit, because it is an equal Wager that your Partner has a better Card in that Suit than the last Player ; if so, and that there are only three Cards in that Suit in any one Hand, it follows that

you win five Tricks in that Suit; whereas, if you play the Ace and King of that Suit, it is 2 to 1 that your Partner does not hold the Queen, and consequently, by playing the Ace and King, it is 2 to 1 that you win only two Tricks in that Suit. This Method may be taken in case all the Trumps are played out, provided you have good Cards in other Suits to bring in this Suit, and you may observe that you reduce the Odds of 2 to 1 against you, to an equal Chance by this Method of Play, and probably gain three Tricks by it.

V.

If you choose to have Trumps played by the Adversaries, and that your Partner has led a Suit to you, of which you have the Ace, Knave, Ten, Nine, and Eight, or the King, Knave, Ten, Nine, and Eight, you are to play the Eight of either Suit, which probably leads the Adversary, if he wins that Card, to play Trumps.

VI.

Suppose you should have a Quart-major in any Suit, with one or two more of the same Suit, and that it is necessary to let your Partner know that you have the Command of that Suit, in that Case, throw away the Ace of that Suit, upon any Suit of which you have none in your Hand to clear up his Doubts, because the Odds is in your favour

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your that neither of the Adversaries have more than three in that Suit: The like Method may be taken if you have a Quart to a King; (the Ace being played out) you may throw away the King, also if you should have a Quart to a Queen, (the Ace and King being played out) you may throw away your Queen: All which lets your Partner into the State of your Game, and you may play by the like Rule in all inferior Sequences, having the best of them in your hand.

VII.

There is scarcely any thing more commonly practised amongst moderate Players, in case the King is turned up on their left-hand, and that they have the Queen and one small Trump only, to play out their Queen, in hopes their Partner may win the King if it is put on; not considering that it is about 2 to 1 that their Partner has not the Ace, and admitting he has the Ace, they do not consider that they play two Honours against one, and consequently weaken their Game, the Necessity only of playing Trumps should oblige them to play thus.

VIII.

A Case which frequently happens.

A and *B* are Partners against *C* and *D*, all the Trumps are played out except one, which *C* or *D* has. *A* has three or four

winning Cards in his Hand of a Suit already played, with an Ace and one small Card of another Suit. *Query*, Whether it is *A's* best Play to throw away one of his winning Cards, or the small Card to his Ace-suit?

Answer, It is his best Play to throw away one of his winning Cards, because if his right-hand Adversary plays to his Ace-suit, he has it in his Power to pass it, and consequently his Partner *B* has an equal Chance to have a better Card in that Suit than the third Hand; if so, and that he has any forcing Card, or one of his Partner's Suit to play to him, in order to force out the last Trump, his Ace remaining in his Hand, brings in his winning Cards; whereas, if *A* had thrown away the small Card to his Ace-suit, and that his right-hand Adversary had led that Suit, he had been obliged to put on his Ace, and consequently had lost some Tricks by this Method of Play.

IX.

Suppose ten Cards have been play'd out, and suppose it appears very probable, that your left hand Adversary has three Trumps remaining, *viz.* the best and two small ones; and suppose you have two Trumps only, and that your Partner has no Trump, and suppose your right-hand Adversary plays a Thirteenth or some other winning Card; in that Case pass it, by which Means you gain a Trick. In

X.

In order to let your Partner into the State of your Game, let us suppose you to have a Quart-major in Trumps (or any other four best Trumps) if you are obliged to trump a Card, win it with the Ace of Trumps, and then play the Knave, or win it with the highest of any other four best Trumps, and then play the lowest, which clears up your Game to your Partner, and by such a Discovery it may be the Means of winning many Tricks; you may practise the like Rule in all other Suits.

XI.

If your Partner calls at the Point of Eight before his time, you are to trump to him, whether you are strong in Trumps or Suits, or not, because, as he calls before he is obliged to do so, it is a Declaration of his being strong in Trumps.

XII.

Suppose your right-hand Adversary turns up the Queen of Clubs, and suppose when he has the Lead, he plays the Knave of Clubs, and suppose you have the Ace, Ten, and one Club more, or the King, Ten, and one small Card. *Query*, When he leads his Knave whether you are to win it or not? *Answer*, You are not to win it, because it is an equal Wager, when he leads his Knave of Clubs, you not having the King, that your Partner has it; also, it is
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an equal Wager when he leads his Knave of Clubs, you not having the Ace, that your Partner has it, and consequently you gain a Trick by passing it; which cannot be done if you either put on your King or Ace of Clubs.

XIII.

A Case for a Slam.

Let us suppose *A* and *B* Partners against *C* and *D*, and let us suppose *C* to deal, and let us suppose *A* to have the King, Knave, and Nine, and Seven of Clubs, they being Trumps; a Quart-major in Diamonds, a Terce-major in Hearts, and the Ace and King of Spades.

Let us suppose *B* to have nine Diamonds, two Spades, and two Hearts.

Also let us suppose *D* to have the Ace, Queen, Ten, and Eight of Trumps, with nine Spades.

And let *C* have five Trumps and eight Hearts.

A is to lead a Trump, which *D* is to win, and *D* is to play a Spade which his Partner *C* is to trump: *C* is to lead a Trump, which his Partner *D* is to win; then *D* is to lead a Spade, which *C* is to trump; and *C* is to play a Trump, which *D* is to win; and *D* having the best Trump is to play it; which done, *D* having seven Spades in his Hand wins them, and consequently Slams *A* and *B*.

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